

Assignment3

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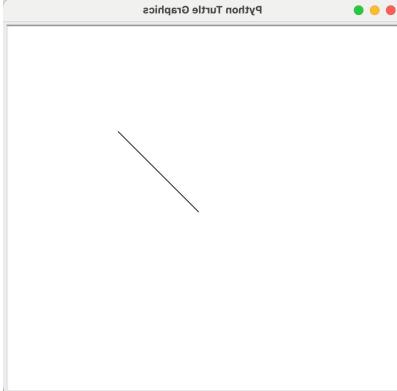
Line

```
import turtle

class graphic:

    def draw_line(self):
        turtle.setup(800, 800, 0, 0)
        pen=turtle.Turtle()
        pen.hideturtle()
        turtle.hideturtle()

        pen.pendown()
        turtle.goto(100,100)
        turtle.done()
```

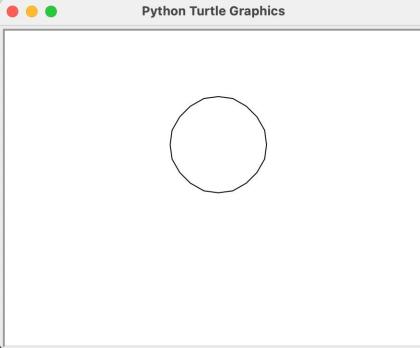


Circle

```
def draw_circle(self):
    turtle.setup(800,800,0,0)
    pen=turtle.Turtle()
    pen.hideturtle()
    turtle.hideturtle()

    pen.pendown()
    turtle.circle(50)

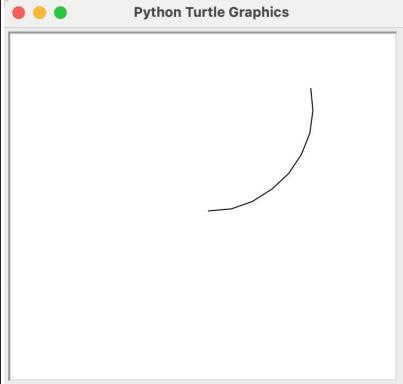
    turtle.done()
```



Arc

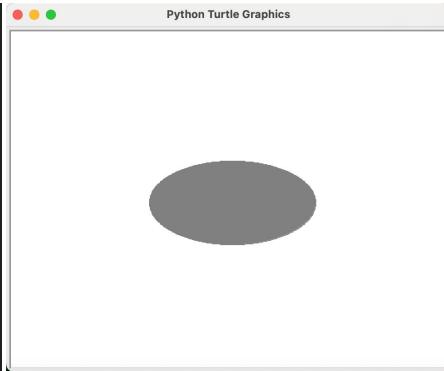
```
def draw_arc(self):
    turtle.setup(800,800,0,0)
    pen=turtle.Turtle()
    pen.hideturtle()
    turtle.hideturtle()

    pen.pendown()
    turtle.circle(100, 100)
    turtle.done()
```



Ellipse

```
54     def draw_ellipse(self, x, y, width, height, color='black'):
55         turtle.setup(800, 800, 0, 0)
56         turtle.penup()
57         turtle.goto(x+width/2, y)
58         turtle.pendown()
59         turtle.color(color)
60         turtle.begin_fill()
61
62         for i in range(360):
63             angle=i*3.14159/180
64             dx=width/2*math.cos(angle)
65             dy=height/2*math.sin(angle)
66             turtle.goto(x+dx, y+dy)
67
68         turtle.end_fill()
69         turtle.hideturtle()
70
71     turtle.done()
```



Rectangle

```
54     def draw_rectangle(self, width=60, height=100):
55         turtle.setup(800, 800, 0, 0)
56         pen = turtle.Turtle()
57         pen.hideturtle()
58         pen.penup()
59
60         start_x = -width / 2
61         start_y = height / 2
62         pen.goto(start_x, start_y)
63         pen.pendown()
64
65         pen.forward(width)
66         pen.right(90)
67         pen.forward(height)
68         pen.right(90)
69         pen.forward(width)
70         pen.right(90)
71         pen.forward(height)
72         pen.right(90)
73
74     turtle.done()
```

